

THE FORGOTTEN™



EVERYONE



REIGN

DREAMCATCHER
INTERACTIVE

It Begins...

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System Requirements

Windows 98/95

Pentium 133 MHz

16 MB RAM

8X CD-ROM drive

Macintosh

PowerPC 133 MHz

CD-ROM Drive - 24X CD speed

RAM - 32MB minimum, 64MB preferred

Hard Drive space required 130MB free disk space

Requires Quicktime 3.0 or higher (Quicktime installer included on the CD)

Prologue

They've come. Down through the eons. Some say as old as the world itself. Others say, they aided in the creation. And they ruled their world as they would for centuries...until their creation turned on them and they were forced into a realm of exile, giving way to the new rulers of the world-Man. Their true history never being completely known to Man, they have appeared before, influencing Man throughout the ages. Their appearances have been recorded as angels, spirits, shadows and demons.

They sought to continue their control over their creation and forged ancient objects of great power, giving them to Man and naming them "The Collection". Feeding off of Man's lust for power, it is these objects that have purified and corrupted Man. Equipped with these artifacts, even the most unlikely individuals have come to power, changing the world, giving rise to and destroying entire races of people without a trace. The artifacts are neither good nor evil, relying solely on their possessor to interpret their use. We who possess these artifacts are known as The Collectors, prodigal sons whose deeds ultimately become their undoing.

Acting as a conduit, Man's use of the artifacts aid in the transfer of power to the ancient beings. If used too much and for too long, we suddenly become The Hunted and are tormented and chased until we, ourselves, are collected.

This fate has befallen my innocent Amelia. If their realm is Hell or Heaven, I will bring her back to me.

I have traveled through the centuries and have gained much knowledge. I know them. I know what I must do.



History & Explanation

You have no memory. No money. No identification.

You don't know where you are or how you got there.

You are entirely alone.

And the only thing you have - the only clue you have as to who you are and what you're doing is a letter. A letter from someone who says he is your friend. Richard. Richard Haliburton.

The name is not familiar. But then, you can't think of a name that is. Not even your own.

Can you trust this person? Should you do what he asks?

You really don't have a choice, do you?

* * * * *

You begin by traveling to New Orleans on a search for the vanished explorer, Richard Haliburton. But you discover a much greater mystery while searching for both Richard and your own identity . . . and, somehow, the cards are the key to it all.



The Forgotten is not just a single game. It has been conceived, and the plot line developed, as a series of games that will progress over time, each module developing the story line and taking advantage of the latest technology available to us during the development process.

This first installment, It Begins, is meant to introduce the player to the series: the plot line, the recurrent locales and themes, the interface and the basic nature of the gameplay. There are objects and cards collected here that will be used later as the player progresses through the story and grows the power and scope of his own Collection. And while there are puzzles to solve, challenges to meet and increasingly more interesting and richly detailed areas to explore, the greatest mystery to solve is the discovery of the story. What, exactly, is happening here? Who is Richard Haliburton, really, and what is his motivation? Who is Thibedeaux, and what does he want? Who are you, for that matter? Why does the Hotel, even in its prime, seem empty and lifeless? Who built it, and why? Why does it all start in New Orleans? And who created the Cards, and what is their power?

Install

Windows 98/95

Installing The Forgotten

For most players the installation will start automatically when the disc is inserted into the CD-ROM drive. Some systems have the auto-load function turned off. Those players will need to start the installation manually. To do this:

- 1. From the START menu, choose RUN. Type D:SETUP.EXE where "D" represents the drive letter for your CD-ROM Drive. Click OK.*
- 2. Follow the instructions that appear on the screen.*
- 3. A Forgotten group will be created on your STARTUP MENU. Within this group you will find the The Forgotten icon.*

Starting The Forgotten

For most players the games will start automatically when the disc is inserted into the CD-ROM drive. Some systems have the auto-load function turned off. Those players will need to start the games manually. To do this:

Click on the START button and select PROGRAMS. Click on The Forgotten icon to launch the program.



Macintosh

Installing The Forgotten

- 1. Insert The Forgotten disc in your CD-ROM drive and double click the Forgotten icon.*
- 2. Drag the folder "Copy to Hard Disk" to the hard disk.*
- 3. You must install QuickTime if you do not have it. To do so open the "QT 4.01 Mac Folder".*
- 4. Double click on the QuickTime installer icon and follow the instructions.*

Starting The Forgotten

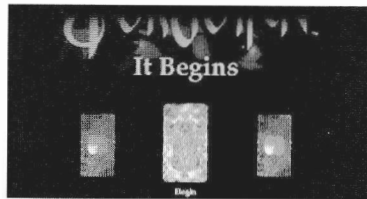
- 1. Double click on the Forgotten icon in the folder label "Copy to Hard Disk" on the hard disk.*
- 2. The games will automatically begin.*

Instructions

The first screen you see allows you to load a saved game, start a new game or quit. If this is your first time playing, you will want to start a new game and save as your progress merits.

You can press Control-Q under Windows or Command-Q on the Macintosh at any time to Quit.

After the initial credits, the first screen you come to will feature The Forgotten logo and three cards. One card will take you to these general instructions, one discusses the history of the game and the middle card begins the game.



Throughout the game, you can manipulate your inventory, save, quit, change your preferences or restore a saved game by revealing the menu at the bottom of the screen. To show the menu, hit the spacebar. To

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hide the menu, hit the spacebar. It's that simple:



Navigation

Shortly after your adventure begins, you should find a package containing a satchel that lets you carry additional items and cards with you, without which you cannot proceed. One of the other item is a portion of something called the "navigator" - a globe that helps you navigate and provides you feedback throughout the game.



Once you take the navigator, the globe resides at the bottom of your screen. At any given time, there are two main modes of navigation Panoramic; allowing full 360° rotation within a scene just by moving your mouse, or Inspection; which allows you to examine in greater detail, or manipulate, objects and areas within scenes. When in Panoramic mode, the globe turns gold and spins, informing you that you can navigate the scene freely.

The Interface

To move when in Panoramic mode, you simply position your mouse pointer within the scene, and then click and hold the mouse down while moving the pointer in the direction you wish to go. Clicking on the navigator while in panoramic mode has no effect. While in inspection mode, the globe stops rotating and glows red.

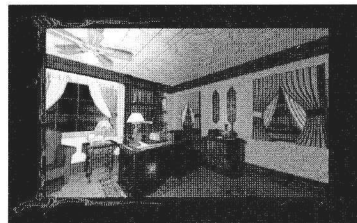
The navigator also allows you, in most circumstances, to immediately return to panoramic mode, even if you have gone down several levels in examining objects or while solving a particular puzzle. All you do is click on the globe icon, while it is still and red, to return to panoramic navigation.

In some very few cases, you are not allowed to return to panoramic mode or back out of a scene until a specific puzzle is solved. If this is the case, you have come to the scene where you will need to discover the solution-it's only a matter of if you have kept your wits about you.

In Examination mode, you can use your cards and the objects in your inventory to accomplish certain tasks, or collect cards and objects that you may need later in your journey. It is up to you to use your knowledge and experience to figure out if the time is right to use a



particular object or card. Not all puzzles are immediately solvable, and not all doors can be opened. If you do not have what it takes in your current inventory, you can always exit examination mode by clicking on the still, red-glowing sphere at the bottom of your screen. This will return you to Panoramic Navigation mode in the same place where you entered Examination mode. If you have proceeded down multiple - levels in examination mode, clicking on the red globe should return you to your last location in Panoramic Navigation mode.



Cursors

Within the scenes, the navigator provides you with indicators that you can:

Examine an object, or move further in that direction, in panoramic mode, by changing into the panoramic "hotspot" cursor:

Examine an object or area closer by changing the cursor to a magnifying



glass:



Manipulate an object, such as pressing a button or dragging an item to your inventory, by changing the cursor to a hand:



Changes into a forward-pointing arrow to let you know that you can advance through a doorway, opening, or into the next scene, or:



Indicates that you can back out of the current scene by changing to an 3D arrow pointing backwards when you move the pointer near the edges of the scene or when over the navigator:



When no special functions are possible, the cursor will remain the standard system arrow:

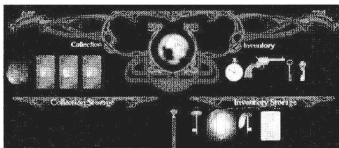


Inventory Management

Eventually, your inventory will become full, and you don't want to drop anything in case you might need it now or sometime in the future. To allow you to add more items to your inventory without dropping anything already collected, you must go to your Inventory Management screen, either by selecting the Inventory option in the menu at the bottom of the screen (shown and hidden by pressing the spacebar), or by pressing Alt-I (Windows) or Command-I (Macintosh).

Once in Inventory mode, you see that your normal Inventory (containing your active Inventory) and your normal Collection (containing your card collection up to this point) are positioned at the top of the screen, and that beneath them are larger areas labeled "Collection Storage" and "Inventory Storage". To make more room in your active inventory, you can drag items you do not currently need down into Inventory Storage and keep them safely there, until later. NOTE: When dragging to and from your inventory, if you position the item you are dragging over another item in your inventory, it will swap places with that item. Otherwise, it will be added to your storage or regular inventory if possible.

To find out more information about an item and examine it more closely, double-click on the inventory item you wish to see more about in your Inventory Manager. A new screen, featuring that item and any notes you might have made about it, will come up. When you are done examining, click on the red globe at the bottom the screen to return to the Inventory Manager.



To return to gameplay from the Inventory Manager, just hit "Play" on the bottom menu. From the Inventory Manager, you can also save and restore games or review game instructions. You can also hit Command-I (Macintosh) or Alt-I (Windows).

Save and Restore

You can save or restore your game at any time. To save, you can use Command-S on the Macintosh, or Alt-S under Windows, or select the "Save" option from the menu at the bottom of your screen (which is toggled on or off by hitting the space bar). Also, if you go to your

Inventory Manager (by selecting "Inventory" from the menu at the bottom of your screen, or by pressing Command-I or Alt-I) you can select the save option from there. Finally, when you Quit the game, you will also be given an opportunity to save.

When you save, you will be prompted by a file dialog where to save your game, and under what name. The windows default name is "Game1.dat" but you can change that to any name you please. Save often.

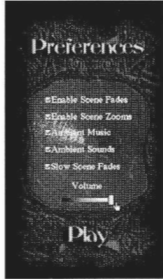
To restore a game, use Command-R on the Macintosh, Alt-R under Windows, or select the "Restore" function from the bottom menu (you will also be given the option to load a saved game any time you start The Forgotten). You will be given a file dialog to allow you to find the saved game file that you wish to load. Once found, select and open that file, and you will be returned to the last location you played at, in Panoramic navigation mode. If you save while in Panoramic mode, you should notice no difference. If you saved while in Puzzle mode, you will be returned to the last Panoramic area you were at before examining an item or attempting to solve a puzzle. If you save in the middle of a puzzle and restore, you will revert to panoramic mode, and have to click on the puzzle area and resume solving your puzzle from scratch, in most cases.

Preferences

From the menu at the bottom of your screen (hit the spacebar to display or hide), or from the Inventory Management screen, you can access and change your preferences. To improve performance on slower machines, you can disable scene fades and scene zooms, turn off ambient music and ambient sounds.

Also, you can adjust the master volume for your system from your preferences by adjusting the fader bar under the word "Volume". This will adjust the volume for your entire system.

Once you are done adjusting your preferences, hit the word "Play" underneath the volume slider to resume your game.



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If you are experiencing problems with the software and have followed the instructions in this manual carefully, please visit our tech support section at our website www.dreamcatchergames.com where common problems and solutions will be displayed.

If you are still having problems please call our tech support department and speak with one of our technical representatives. When you contact our support line, please try to have information about your PC configuration available, together with a detailed description of the problem you are experiencing.

If at all possible, try to be seated in front of your computer. Our representatives will endeavor to structure their instructions according to your level of PC competency, but it may not always be possible to avoid technical jargon. Please have a pen and paper ready to take down their instructions.

Tech Support: 416-638-1170

Support is available from 9.00am-9.00pm Monday to Friday, with the exception of national holidays.

You can E-mail DreamCatcher support directly at:
techsupport@dreamcatchergames.com

Credits

The Forgotten: It Begins
A Ransom Interactive Exploratory Adventure

Game Concept, Design, Modeling and Programming:
Troyan Turner, Kevin Willis, Chris Robinson
Card Designs, Symbols, and Logo Design:
Alan Williams

Additional Modeling:
Mike Spellacy

Additional Programming:
Chuck Thomas

Thanks:

Special Thanks to Jared Kaplan at Alien Logic
(<http://www.axlogic.com>) for his excellent AX Movie and AX Image
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this game.

Thanks to everybody else at Ransom Interactive and outside Ransom
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continually developed) project come to fruition.

Special thanks goes to Mike Dixon at the Macintosh Gamers Ledge for
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Much thanks to Heidi Rosenberg and all the other people at Strata
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Much thanks to Dirk Bester, John Dunning, Keith R. Crosley, Robert
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excellent product, mTropolis. Kudos to Brian Wilson at Three Islands
Press for his shareware typeface, TreeFrog. Also, a big thank you very
much to Alex Thompson for all her help and support.



License Agreement

By using The Forgotten,
you agree to the terms of the Software License
located on the CD-ROM

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Product Warranty

DreamCatcher Interactive Inc. will replace any The Forgotten CD found to be non-operational due to manufacturing defects.

Furthermore, for a period of 1 year after the purchase, DreamCatcher will replace that disc no matter how it was damaged. Simply send The Forgotten disc and a money order for \$8.00U.S.

(to cover postage and handling) to:

DreamCatcher Interactive Inc., 1658 N. Milwaukee Ave. Suite #450 Chicago, IL, 60647

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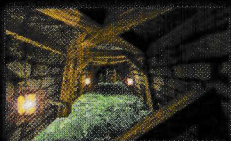
Printed in Canada



*Immerse yourself in a world rich
in fantasy and adventure.*



*Piece together a mystery that
will challenge your wits and
test your intellect.*



*Discover secret passageways and
explore the mysteries that lie
within.*



*Encounter beautifully detailed
3D scenes and animation.*



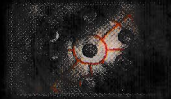
*It was a time of adventure,
a time of romance and a
time of magic.*

*It is New Orleans, circa 1930. The sudden and
unexplained disappearance of Richard Haliburton, the
famous archaeologist and explorer, has brought you to
the notorious French Quarter during the heyday of New
Orleans voodoo.*

*Your search for the clues to Haliburton's disappearance
will lead you into the heart of something much more
sinister than you expected.*

*Discover the ties between your world and a series of
unspeakably powerful artifacts that were crafted by an
unknown race and locked in time...*

...until now.



Discover thrilling plot twists and astonishing revelations as the storyline unfolds.



www.dreamcatchergames.com